

SEGA

SEGA CD



# MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE



SONY



IMAGESOFT

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.™

**GA**

Appropriate for  
all audiences.  
General Audiences

## WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



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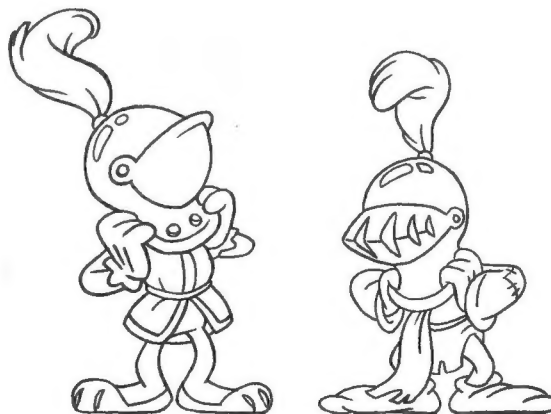
Manual Design: Beeline Group, Inc.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

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## Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

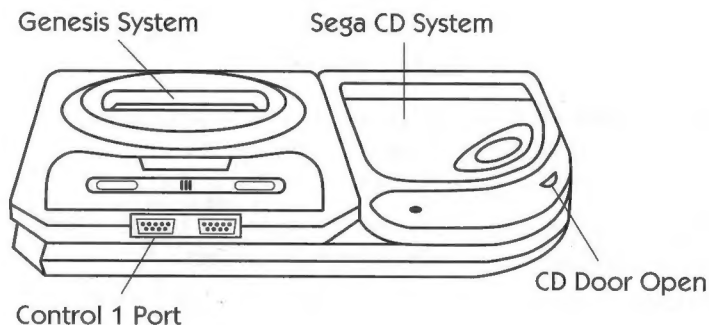
## Warning to Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## Getting Started

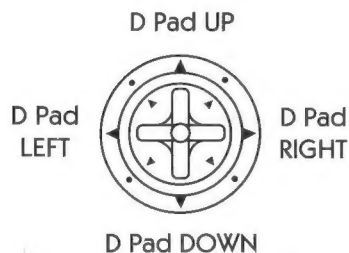
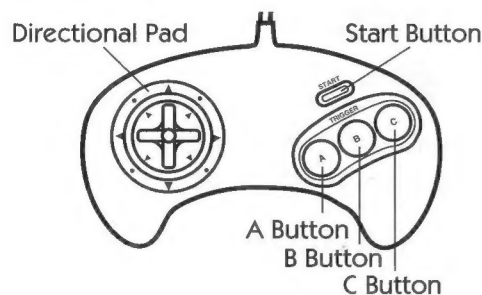
1. Ensure that your Sega CD, Genesis System power switch is off.
2. Insert the **Mickey Mania** CD into your Sega CD, Genesis System in the usual way.
3. Press the Power Button.
4. The **Mickey Mania** title screens should appear a few moments later.
5. Press the Start Button on your Control Pad to take you to the Main menu.

### Sega CD, Genesis System



# Controlling Mickey

In each of the animated features, you'll control the modern-day Mickey Mouse as he defeats opponents and solves perplexing puzzles.



**Directional Pad:** Press left or right to make Mickey walk left or right. Press down to make Mickey duck. Press up and Mickey will throw up his hand to see what is above him.

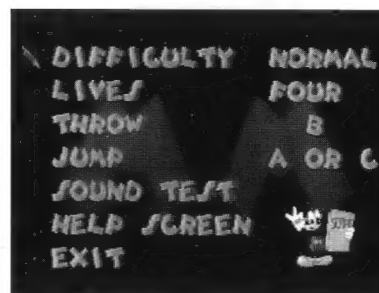
**Start Button:** Press to begin the game and to pause during play. Press again to resume play when paused.

**Button B:** Press to throw marbles (if Mickey has collected them).

**Button A or C:** Press to make Mickey jump — use the Directional Pad Button to control Mickey's jump while he is in the air.

**NOTE:** The controls configuration can be changed through the options screen.

The following items can be changed through the Options Screen:



Use the Directional Pad to move Up and Down the options — move Left or Right or press the B and C Buttons to change options.

**Difficulty:** Easy, Normal or Hard

**Lives:** Start the game with three, four or five lives.

**Throw and Jump:** Change the functions of the A, B, and C Buttons

**Sound Test:** This allows you to go to a separate menu from which you can select music, sound effects, and even Mickey talking! Select with the Directional Pad and press the A Button to hear the sounds.

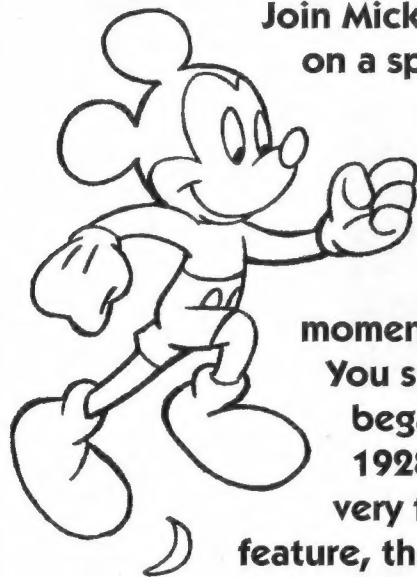
**Help Screen:** This shows a screen showing all the objects that you can find and what they do.

**Exit:** Select this to return to the Main Menu.



## It's Mickey Mania!

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Join Mickey Mouse  
on a spectacular  
adventure  
through time  
as he relives  
some of the  
most thrilling  
moments of his career.

You start where it all  
began way back in  
1928 with Mickey's  
very first animated  
feature, the black and white  
classic STEAMBOAT WILLIE.

Here you'll have to help Mickey brave a  
variety of puzzles and dangers before  
continuing through 6 other animated  
features in a journey that will eventually  
lead Mickey face-to-face with the biggest,  
meanest Pete anyone's ever seen.

Fortunately for Mickey, he won't have  
to travel alone. Along the way, skilled  
players will be able  
to find Mickey's  
faithful pal, Pluto,  
as well as seven  
vintage Mickey  
Mouse cameos from  
each of the shorts  
featured in the game.



But time is fleeting. If you're going to get  
Mickey safely through 65 years of his film  
history, you better start playing now!

# Mickey's Timeless Adventure

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In each feature, you will see Mickey's hand in the upper left corner of your screen. The hand begins with four fingers raised and will count down each time Mickey is hit by an object or enemy. If the hand counts down to zero, Mickey loses a try. The number of tries Mickey has left is shown next to his hand — if Mickey runs out of tries and continues, he will have to start over at the beginning of the game.



In the upper right corner of the screen, the marble bag will usually be shown. Next to the bag is the number of marbles that Mickey has collected.



Mickey can find marbles throughout the game, and he can store them in this bag until he needs to throw them at an enemy or obstacle. Each time Mickey throws a marble, the number will count down — if Mickey runs out, he will have to find more.



If Mickey sets off a rocket, it will allow him to save his position from that point.



If Mickey picks up a star, it will raise one of the fingers, eliminating one of the attacks against Mickey and giving him another chance.



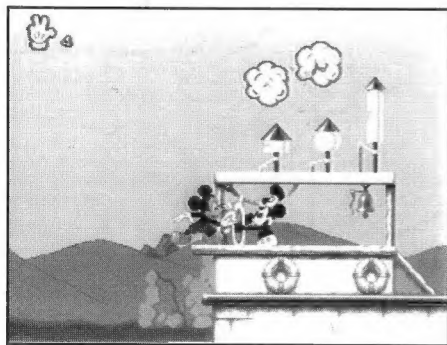
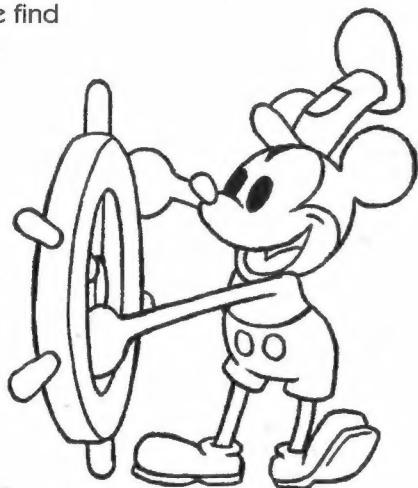
If Mickey picks up a Mickey Mouse hat, the number next to his hand will increase and he will receive an extra try at stopping Pete!



## First Feature: "Steamboat Willie" (1928)

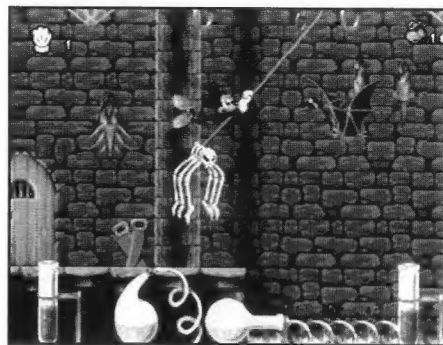
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As our first film starts we find Mickey on board Pete's steamboat headed for Podunk Landing. Here Mickey can find a note-eating goat, squawking chickens and a cameo by Steamboat Willie. You'll find Steamboat Willie quite surprised to see how he'll look in color! Make your way carefully to the docks and watch out for Pete and his pesky parrots! In this feature's frantic finale, Mickey will have to disable a big, wacky contraption so make sure you find as many marbles as you can!



## Second Feature: "The Mad Doctor" (1933)

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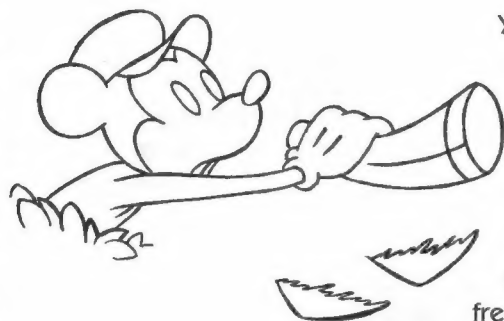
Oh no! Poor Pluto's been dog-napped by the Mad Doctor and taken to his creepy laboratory! With skeletons, spiders, bats and tricky traps, Mickey's nightmare has only just begun. And if you find yourself riding on

a wayward gurney, be careful not to fall into the vats of bubbling acid or hit one of those (gulp) spinning saw blades! With the Mad Doctor himself lurking somewhere in the shadows, Mickey's going to have a tough time getting safely through this reel.



### Third Feature: "Moose Hunters" (1937)

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You'll need to keep on your toes as Mickey and Pluto move through this treacherous tree-lined territory because, while the forest and fresh air may look inviting to Mickey, they

also look pretty good to a moose! If a moose should chase after you — keep running! You won't have time to duck or throw marbles, so just run and jump over any obstacles. Oh, and avoid the water, too, as it'll only slow you down.

**Hint:** to keep ahead of a charging moose you're going to need energy, so catch all the green apples you can — or that angry moose may catch you!



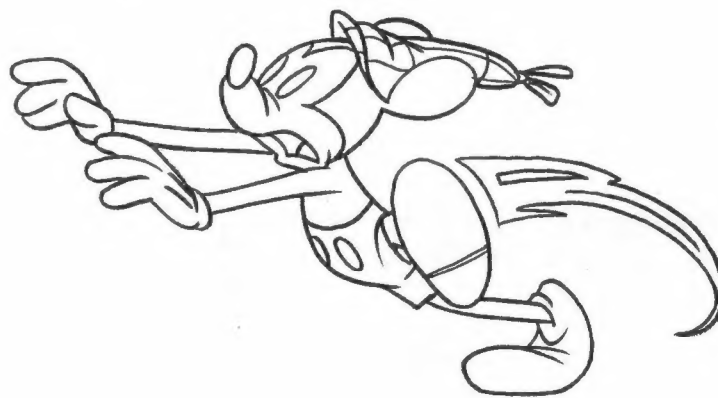
### Fourth Feature: "Lonesome Ghosts" (1937)

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Ghost pranksters have called the Ajax Ghost Exterminators in order to have some fun scaring Mickey, Donald and Goofy. That was many years ago, but the troublesome ghosts are still here in their haunted house!

Watch your step — things are not what they seem. Ghosts are likely to appear out of thin air and disappear before you can say "Eeeeeee!" Keep your wits about you, Mickey — remember, you need all the help you can get.



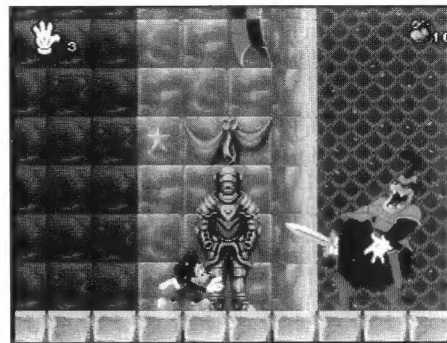


## Fifth Feature: "Mickey and the Beanstalk" (1947)

Goodness! Those beans must have been magic after all! Look at the huge vine that's grown up into the clouds. In fact, this whole place is giant-sized. Just look at those giant butterflies, dragonflies, beetles and tulips! As if that wasn't enough, Mickey may have to push some things around and do some gardening to get where he wants to go. And did we mention Willie the Giant? After all, it *is* his castle.

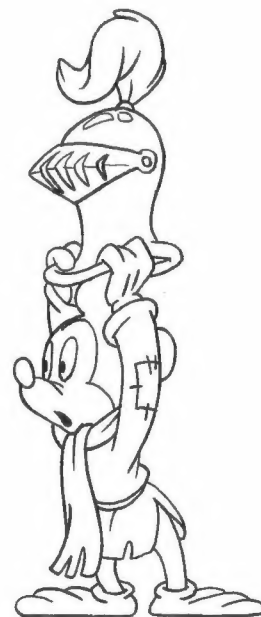


## Sixth Feature: "The Prince and the Pauper" (1990)



This must be the final feature as Mickey is almost back to his own time. Unfortunately, Pete's weasely palace guards aren't going to make it easy for him to finish the film. Flying knives, flaming pits, crushing walls,

and spinning spears are just the beginning. And right when you think it's all over, here comes the biggest, meanest Pete Mickey's ever seen...



# Mickey Mania Credits

**Written and Designed by**  
Jon Burton and Andy Ingram  
of Travellers Tales

## SONY IMAGESOFT

**Executive Producer**  
Rich Robinson

**Senior Producer**  
Mary Ann Norris

**Associate Producer**  
David Poe

**Designed by**  
Mike Giam  
David Jaffe

**Testing Team**  
Bruce Cochrane  
Jose Cruz  
Jody Kelsey  
Andre Leighton  
Seth Luisi  
Tobin Russell

## TRAVELLERS TALES

**General Managers**  
Andy Ingram and Jon Burton

**Programmed by**  
Jon Burton

**Sega CD Adaptation**  
Dave Dootson

**Graphics by**  
Andy Ingram

**Conceptual Artist**  
Bev Bush

**Graphic Artist**  
Dave Burton  
Bev Bush  
James Cunliffe  
Andy Ingram  
Linda Smith

**Additional Programming**  
Dave Dootson

**Office Organization**  
Andy Blundell

**Utility Programming**  
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Dave Dootson  
Chris Stanforth

## DISNEY SOFTWARE

**Senior Producer**  
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**Assistant Producer**  
Craig Annis

**Production Associate**  
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**Mickey Digital  
Cleanup Model**  
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**Additional Music**  
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**Assistant to the Producer**  
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Cammie Cavallin

**Animation Consultant**  
Chris Bradley

**Project Specialist**  
Pam Darley

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**Animation Director**  
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Terry Shakespeare

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Ian Christopher Chiasson  
Dave Kuhn  
Mike Milo  
David Molina  
Natasha Sasic  
Terry Shakespeare  
Shane Zalvin

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Kathy Burton

**Final Checking**  
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**Production Coordinator**  
Robert Rose

**Production Accountant**  
Patrice Monis

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Steve Riding

**U.K. Q.A. Management**  
Feargus Carroll

**U.K. Quality Assurance**  
Phil "Tails" Snape  
Paul Tweedle  
Paul Evason  
Jenny Newby  
Stuart Sockett  
Paul Charsley  
Lol Scraggs  
M. Stacey  
Chris Rowley  
Leon Walters  
Craig Puzzled  
Tony "Sonic" Parks  
Greg Double  
Jamie Riding  
B.Y. Puggsy

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**Artist**  
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Theo Pantazia  
Mark Scott

**Music**  
Blythe Joustra

**Sound Effects**  
Tim Wright

**Music Driver**  
Shaun Hollingworth

**Development Systems**  
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Special Thanks to John Rostron

**External Evaluations**  
Sara Dixon

**Tour Management**  
Ian Grieve  
Kirstie Beamish

## Notes

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## Notes

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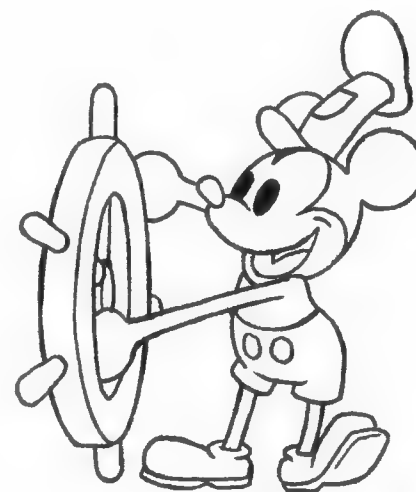
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## Notes



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**Who is the primary user?**

Name \_\_\_\_\_ ☐ Male ☐ Female

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Age/Date of Birth \_\_\_\_\_ Game Purchased \_\_\_\_\_

Name of store where you bought this game \_\_\_\_\_

**What video game system(s) do you own?**

- |   |   |  |                                       |
|---|---|--|---------------------------------------|
| <input type="checkbox"/> NES (8 bit)        | <input type="checkbox"/> Sega Game Gear | <input type="checkbox"/> TurboGrafx    | <input type="checkbox"/> Atari Jaguar |
| <input type="checkbox"/> Super NES (16 bit) | <input type="checkbox"/> Sega Genesis   | <input type="checkbox"/> Turbo Express | <input type="checkbox"/> Macintosh    |
| <input type="checkbox"/> Nintendo Game Boy  | <input type="checkbox"/> Sega CD        | <input type="checkbox"/> Atari Lynx    | <input type="checkbox"/> PC           |
- (IBM or compatible)

**How many games do you own?**

- ☐ 1-5    ☐ 6-10    ☐ 11-20    ☐ more than 20

**What kinds of games do you like?**

- |   |   |   |                                      |   |
|---|---|---|--------------------------------------|---|
| <input type="checkbox"/> Cartoon & Super-Hero | <input type="checkbox"/> Fantasy Action | <input type="checkbox"/> Fantasy Role Playing | <input type="checkbox"/> Shooter     |   |
| <input type="checkbox"/> Fighting Adventure   | <input type="checkbox"/> Futuristic     | <input type="checkbox"/> Sports               | <input type="checkbox"/> Movie Based | <input type="checkbox"/> Puzzles/Strategy |

**What magazines do you read?**

- |  |   |  |                                       |
|--|---|--|---------------------------------------|
| <input type="checkbox"/> Electronic Gaming Monthly | <input type="checkbox"/> Electronic Games | <input type="checkbox"/> Game Players      | <input type="checkbox"/> GamePro      |
| <input type="checkbox"/> Nintendo Power            | <input type="checkbox"/> Video Games      | <input type="checkbox"/> Die Hard Game Fan | <input type="checkbox"/> Sega Visions |
| <input type="checkbox"/> Other _____               |   |  |                                       |

**How did you hear about this game?** \_\_\_\_\_

**If you could change this game what would you do?** \_\_\_\_\_

**Where do you get your gaming information?** \_\_\_\_\_



**PLACE  
STAMP  
HERE**

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SANTA MONICA, CA 90404

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